

Joe Marshall

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2234872/publications.pdf>

Version: 2024-02-01

60
papers

1,249
citations

1305906

8
h-index

1051228

16
g-index

61
all docs

61
docs citations

61
times ranked

679
citing authors

#	ARTICLE	IF	CITATIONS
1	Splash! Identifying the Grand Challenges for WaterHCI. , 2022, , .		4
2	Are Exergames Exercise? A Scoping Review of the Short-Term Effects of Exertion Games. IEEE Transactions on Games, 2021, 13, 160-169.	1.2	11
3	Articulating Soma Experiences using Trajectories. , 2021, , .		20
4	Limited Control Over the Body as Intriguing Play Design Resource. , 2021, , .		20
5	Contesting control: journeys through surrender, self-awareness and looseness of control in embodied interaction. Human-Computer Interaction, 2020, , 1-29.	3.1	9
6	Soma Design and Sensory Misalignment. , 2020, , .		26
7	Designing Digital Vertigo Experiences. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-30.	4.6	7
8	Sensory Alignment in Immersive Entertainment. , 2019, , .		24
9	The Limitations of Reality. , 2019, , .		5
10	AR Fighter. , 2018, , .		10
11	Discomfortâ€™The Dark Side of Fun. Human-computer Interaction Series, 2018, , 209-224.	0.4	5
12	A Little Respect. , 2017, , .		6
13	Throwaway Citation of Prior Work Creates Risk of Bad HCI Research. , 2017, , .		15
14	Misrepresentation of Health Research in Exertion Games Literature. , 2017, , .		19
15	Touchomatic. , 2017, , .		19
16	The Challenges of Visual-Kinaesthetic Experience. , 2017, , .		16
17	Inner disturbance. , 2016, , .		5
18	Designing the Vertigo Experience. , 2016, , .		13

#	ARTICLE	IF	CITATIONS
19	Expanding exertion gaming. International Journal of Human Computer Studies, 2016, 90, 1-13.	3.7	33
20	Designing Brutal Multiplayer Video Games. , 2016, , .		22
21	Interaction in Motion. , 2016, , .		32
22	Jogging at CHI. , 2016, , .		7
23	Vicarious: A Flexible Framework for the Creative Use of Sensed Biodata. Advances in Intelligent Systems and Computing, 2016, , 227-241.	0.5	0
24	Balance Ninja. , 2016, , .		40
25	Designing seamless displays for interaction in motion. , 2015, , .		1
26	The Challenges of Using Biodata in Promotional Filmmaking. ACM Transactions on Computer-Human Interaction, 2015, 22, 1-26.	4.6	8
27	Utilizing Gravity in Movement-Based Games and Play. , 2015, , .		29
28	Understanding Sports-HCI by Going Jogging at CHI. , 2015, , .		11
29	Magnetic Field Swimmer Positioning. IEEE Sensors Journal, 2015, 15, 172-179.	2.4	9
30	Grand Push Auto. , 2015, , .		3
31	Gesture Bike. , 2015, , .		47
32	HCI and sports. , 2014, , .		18
33	Jogging with technology. , 2014, , .		8
34	Mobile interaction does not exist. , 2013, , .		38
35	Performance-Led Research in the Wild. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-22.	4.6	108
36	HCI with sports. , 2013, , .		10

#	ARTICLE	IF	CITATIONS
37	Smartphone sensing for distributed swim stroke coaching and research. , 2013, , .		10
38	Uncomfortable user experience. Communications of the ACM, 2013, 56, 66-73.	3.3	53
39	The machine in the ghost. , 2012, , .		15
40	Uncomfortable interactions. , 2012, , .		188
41	I Seek the Nerves under Your Skin: A "Fast" Interactive Artwork. Leonardo, 2011, 44, 401-404.	0.2	3
42	Locating experience: touring a pervasive performance. Personal and Ubiquitous Computing, 2011, 15, 717-730.	1.9	10
43	Breathalising games. , 2011, , .		34
44	Breath control of amusement rides. , 2011, , .		75
45	Using fast interaction to create intense experiences. , 2011, , .		18
46	Graffito. , 2011, , .		17
47	The gas mask. , 2011, , .		9
48	Lessons from Touring a Location-Based Experience. Lecture Notes in Computer Science, 2011, , 232-249.	1.0	3
49	Personalizing the Theme Park: Psychometric Profiling and Physiological Monitoring. Lecture Notes in Computer Science, 2011, , 281-292.	1.0	3
50	Analysing the Playground: Sensitizing Concepts to Inform Systems That Promote Playful Interaction. Lecture Notes in Computer Science, 2011, , 452-469.	1.0	3
51	Recommending Rides. Computers in Entertainment, 2010, 8, 1-17.	1.2	3
52	Sequential art for science and CHI. , 2010, , .		11
53	Deception and magic in collaborative interaction. , 2010, , .		22
54	Ubiquitous computing. , 2009, , .		47

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55	I seek the nerves under your skin. , 2009, , .		5
56	Eye-Balls: Cheap and Cheerful Interactive Performance. Leonardo, 2008, 41, 304-305.	0.2	0
57	Pressing the Flesh: Sensing Multiple Touch and Finger Pressure on Arbitrary Surfaces. Lecture Notes in Computer Science, 2008, , 38-55.	1.0	19
58	Eye-balls. , 2007, , .		3
59	Eye-balls. , 2007, , .		0
60	Experiments in 3D interaction for mobile phone AR. , 2007, , .		33